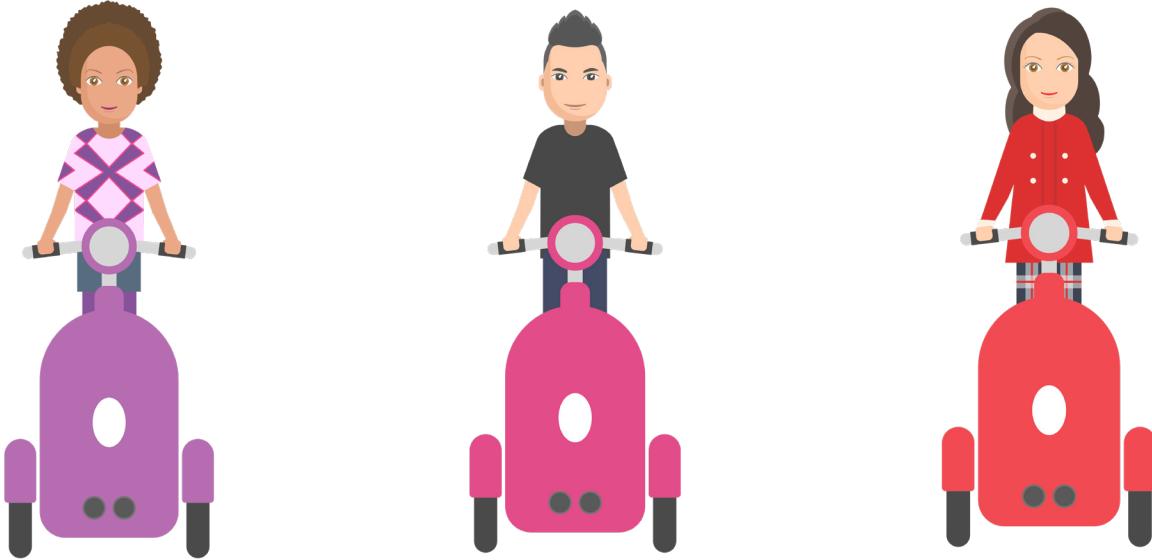




Quick start guide



Intro to Smart Buddies (Sharmi)



Getting Started

This Quick Start Guide explains what is included in your Smart Buddies pack and introduces you to each of the basic activities that your Smart Buddies Coding Pack covers.

WHAT' S IN THE BOX

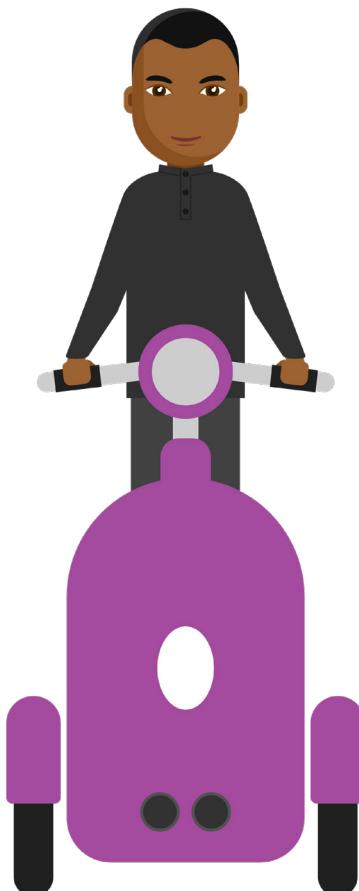
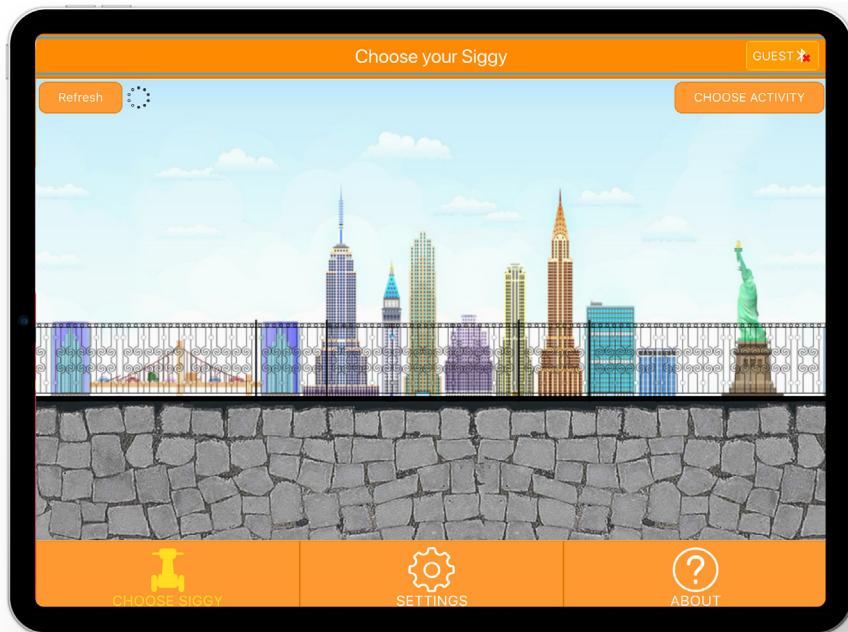
Your Smart Buddie coding pack includes includes 4 Siggy and 4 Smart Buddies characters. The pack also includes charger and cable to charge the Siggy when low on energy.



CHARGE YOUR SIGGY

Siggy is installed with a powerful Lilon rechargeable battery and comes with about 50% charge.

When fully charged, Siggy will run for about 5-7h depending on activity level.

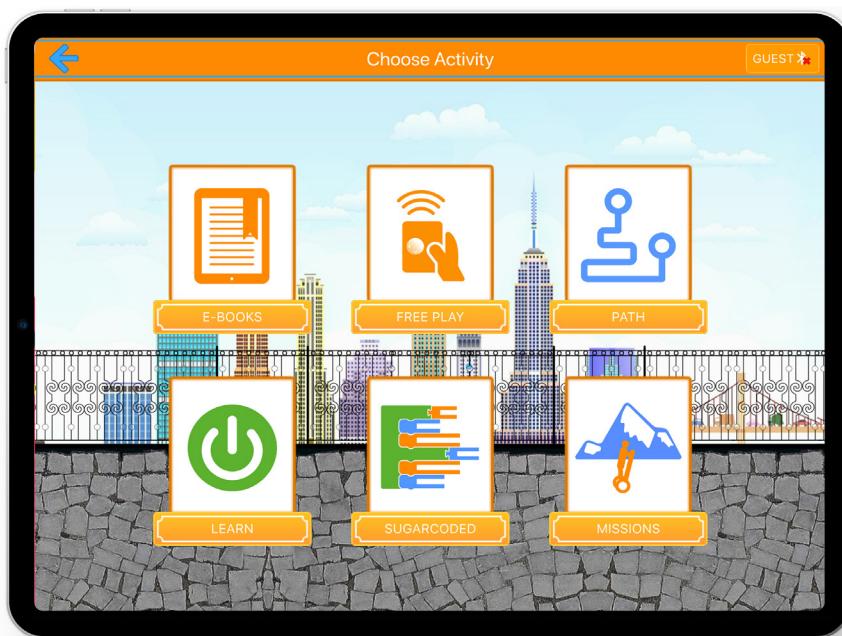


Start Siggy

1. Attach a character on Siggy.
2. Turn On Siggy and a beep will sound.
3. Carefully place Siggy™ upright on its wheels on a smooth surface away from edges and obstacles and hold Siggy in that position a few seconds until a beep sounds. (note headlight is off)
4. Let go of Siggy and Siggy will balance.
5. After 3-5 sec, Siggy has self calibrated and a double beep will sound. Siggy is now ready to connect to the tablet. (note headlight is now blinking)
6. On the "Choose Siggy" Screen tab on your Siggy and Siggy will now connect to the Smart Buddies App (Note the green check mark and headlight is now constant on.)

Smart Buddies Activities

On your App you will see 6 different Activities. Activities are designed in a way that gradually moves the control of Siggy from "Free Play" to being controlled by the tablet by the Block Code. Some introduce problems to be solved and show hints and results when required.



Choose Activity

E-Books

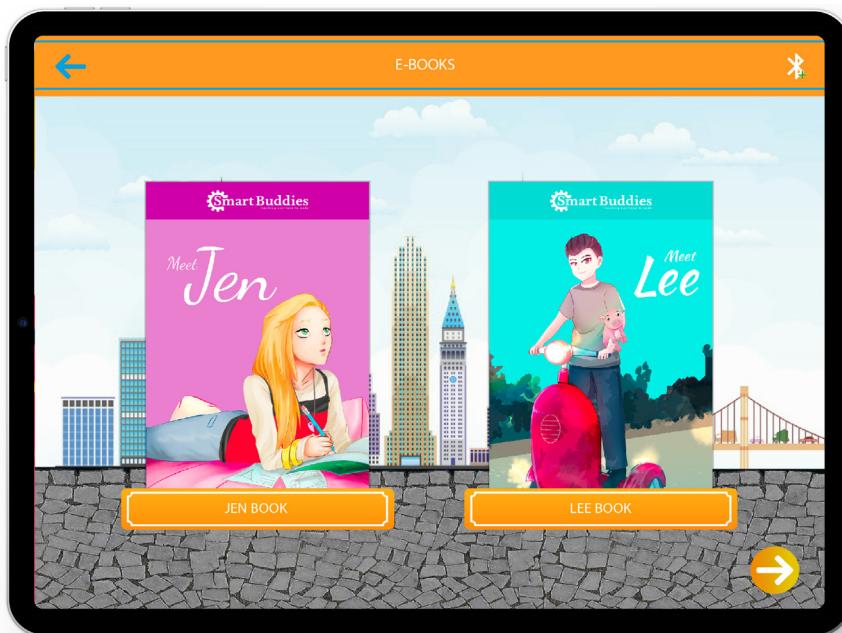
Free Play

Path

Learn

Sugarcoded

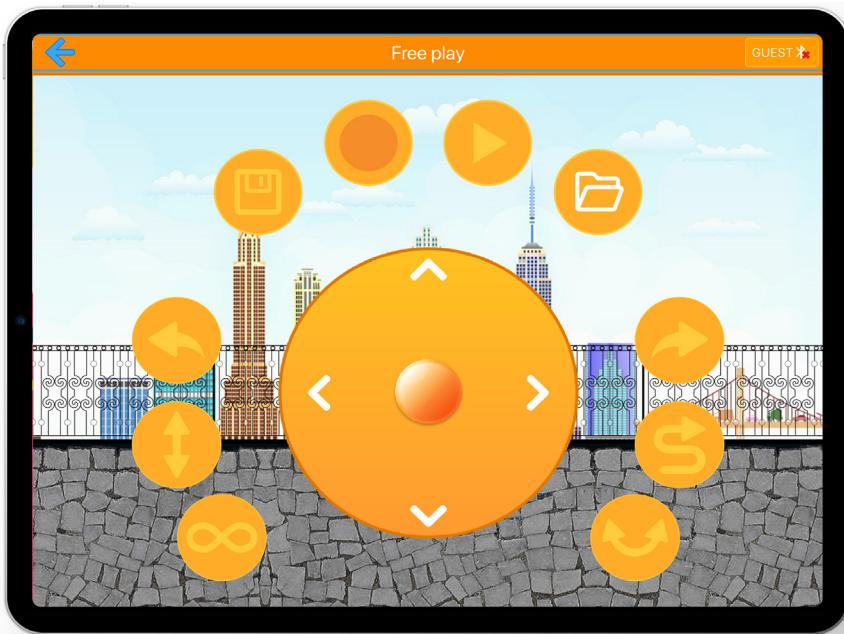
Missions



E-Books

E-Books brings up a library of 8 books, one for each character, all in 2 reading levels. The arrow in the lower right corner will bring up a new shelf.

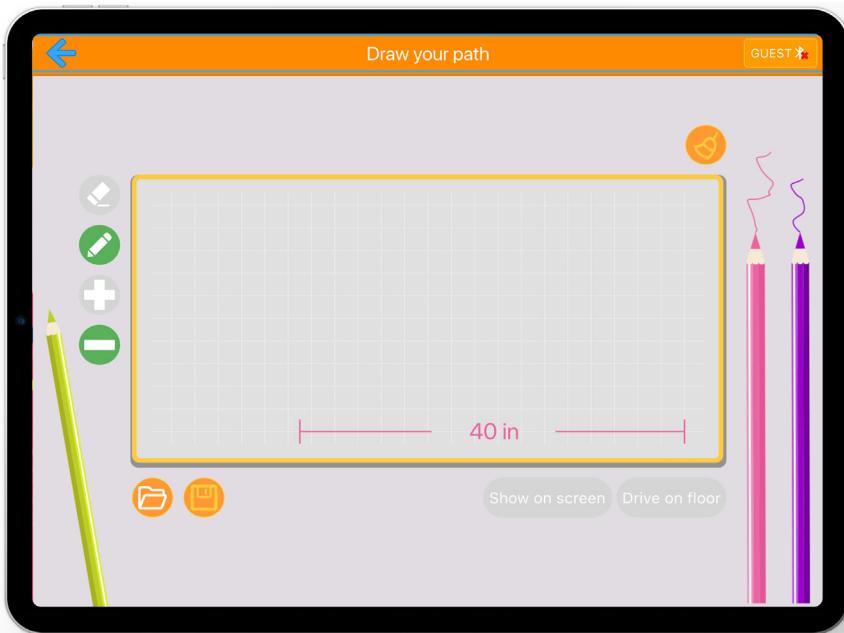
Smart Buddies Activities



Free Play

Free Play brings up a joystick that gives full and free control of Siggy. Additionally, there are pre-programmed moves that can be applied.

All Free Play moves can be recorded and stored for later replay using the record and load buttons



PATH

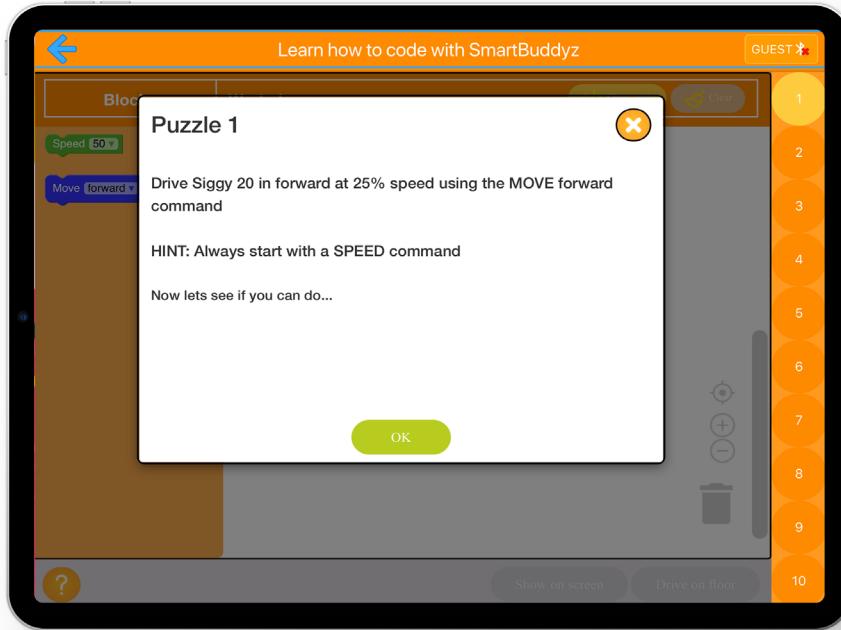
Path gives the user the possibility to draw a path for Siggy to follow. The path is absolute to the scale of the path grid.

Tap "Show on Screen" and a virtual Siggy will drive the Path.

Tap "Drive on Floor" and the path will be downloaded and executed on Siggy with the chosen scaling.

Note "Show on Floor" will only be visible (Green) when Siggy is connected.

Smart Buddies Activities

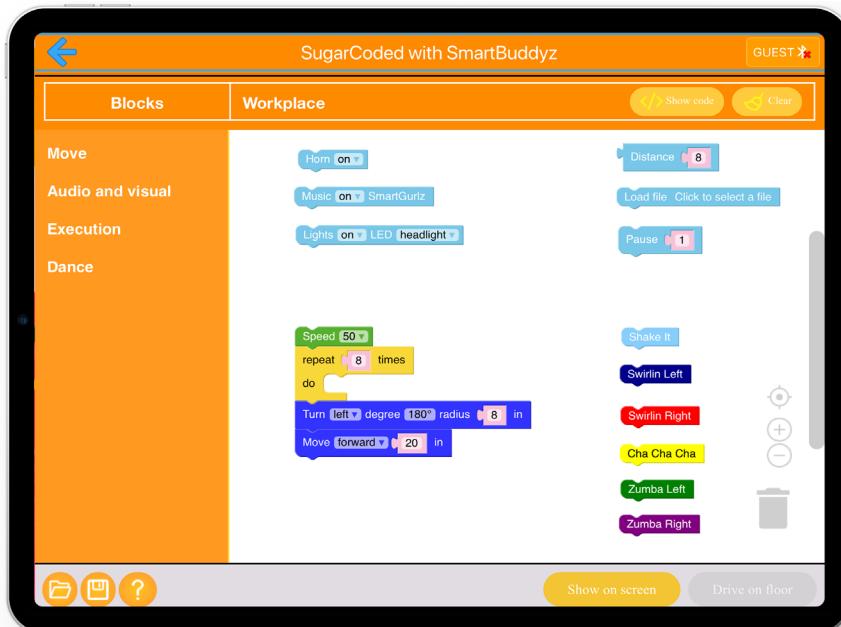


Learn

Learn takes the user through 10 coding lessons, teaching the user the basic "Block Code" elements.

Each Lesson poses a problem that introduces new elements, building on knowledge acquired from recent lessons.

All Learn code will be executed on either Siggy or on Screen and the result displayed on screen thereafter. Learn gives the user hints and eventually the solution, if having problems.



Sandbox

Sandbox is the activity where the user can try out all the learnings acquired from the LEARN activity.

All coding elements are available including some new blocks to explore. ie the "Dance" blocks

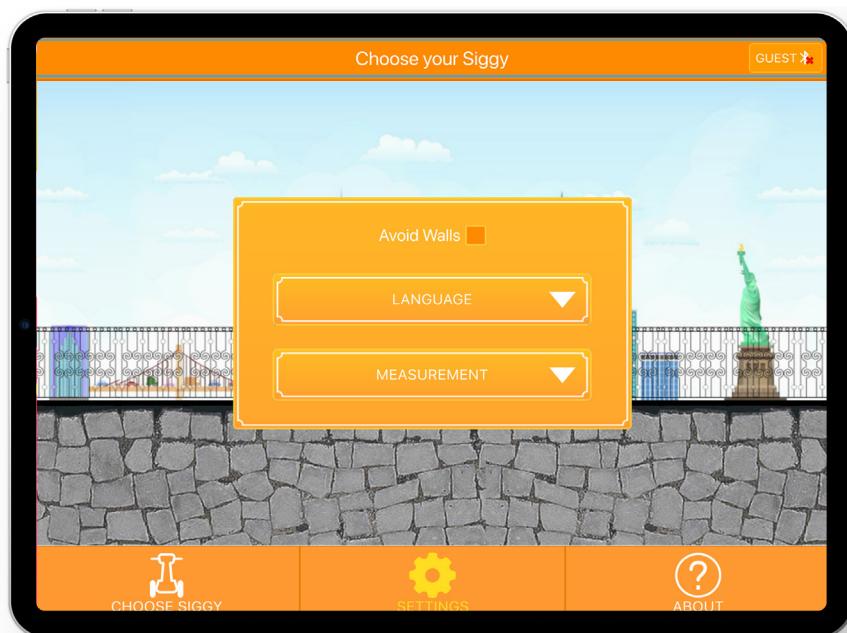
Smart Buddies Activities



Missions

Missions are the real thing!

One of four complicated tasks is given. User will have to code the path through the maze, using techniques previously acquired. The task has to be solved accurately. Missions will correct you if required and give hints to solutions.



Settings

Settings gives a number of possible initial settings for the Smart Buddies App.

- . Metric / Imperial
- . Use distance sensor to avoid wall collision . Start Up reading level
- . "Class Room" feature, that ease the use of many Siggys in the class room.

Special coding block

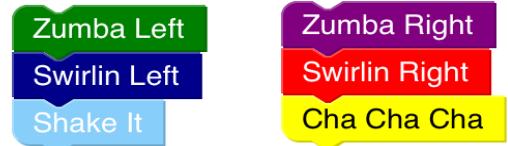
Distance Sensor / Distance block Siggy has a distance sensor in the front, that detects Siggys distance to a wall. Its used with the "Distance Block". In this case the Distance Flag will be set when Siggy detects 20in distance to the wall.



Load File enables the user to load a previously saved programs created in "Free Play", "Path" or "SandBox" inside a new program.

Load file Click to select a

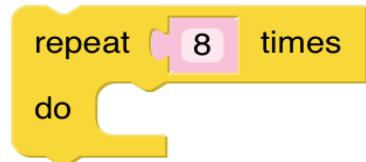
The **Dance Blocks** are precoded dance moves... You simply have to try them out.



The **"Music Block"** allows the user to turn on/off music of own choice. Tapping the music name to the right of the on/off toggle opens the music library on the device and let user choose from there.

Music on SmartGurlz

"Repeat" Repeats the code inside the clamp a number of times.



Getting to know Siggy

Siggy is self balancing like a Seg Way, which gives a unique agility like zero radius turns and able to operate in a small area as well as full visibility of the character at all times.

But it also means that Siggy has a bit of its own life because it always tries to balance. Therefore Siggy cannot be forced. So help Siggy balance when fallen, but thereafter control Siggy with the App.

Siggy Power

The Smart Buddies Siggy comes with a build in Siggy Power module, that can be charged with the Smart Buddies charger or any other phone/tablet USB charger. The Siggy Power secures 5h - 7h operation time, and charge time is about 2h - 3h.

The Headlight tells you the status of Siggy.

The headlight is a pretty good indicator of the status of Siggy.

- Is Siggy connected, the headlight will be constant on. Note that Siggy might be connected to another device than yours.

- Is Siggy not connected, but is ready to connect, then the headlight is blinking, and Siggy will show on the "Choss Siggy" screen without a green check mark, on all smart devices in range.
- Is Siggy not ready to connect, then the headlight is off.
- Such reason could be that Siggy is balancing but not self calibrated yet. Can happen if Siggy is driving on a shag carpet

New Class Room feature

The "Class Room" Feature enables in the "Settings" menu. The Class Room feature is developed in order to make it easy the work with many Siggy's in the class room.

When enabled the Smart Buddies App will lock to the connected Siggy, and will only show this Siggy and connect automatically to this Siggy until the lock is unlocked.

The lock is visible in the Choose Siggy Screen"

- App / Siggy may be unlocked from the Choose Siggy Screen
- Or unlocked automatically if the App is closed
- Or if more than 20 minutes has past since the App has been used.

SmartGurlz & Smart Buddies



Smart Buddies has been specially designed for use with schools in classrooms. To ensure the best performance and classroom experience, the online available SmartGurlz Siggy cannot be used with the Smart Buddies App. Visa versa, Smart Buddy Siggy cannot be used with the Sugar Coded App.



VISIT SmartBuddies to:

- Watch Getting Started tutorials for a quick introduction to SmartBuddies coding concepts.
- Find out where to buy SmartBuddies
- Access technical support.



www.smartbuddiesworld.com



Take care of Siggy

Do not disassemble Siggy. Doing so will void any warranties, implied or otherwise. Be careful when handling Siggy. Applying excessive force, or dropping it may cause permanent damage.

To reduce the risk of fire and burns, do not attempt to open, disassemble or service the battery pack. Do not crush, puncture, short external contacts, expose to temperatures above 60°C (140°F), or dispose of in fire or water.

Battery chargers used with the device are to be regularly examined for damage to the cord, plug, enclosure and other parts and, in the event of such damage, must not be used until the damage has been repaired. Battery is 7.4V, 600mAh. The max operating current is 1300mA.





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